Punch • Kick • Power Attack A • B • C

Move to other fighting plane D

Pursue Attack pursue

Follow-up attack on an opponent who has been knocked down by a combo, throw or Special Move

Recovery Attack recovery

Attack whilst getting up off the ground after being thrown or combo'd

Retreat • Dash ← ← • → →

Holds • Throws ← • → C

Air Block air ← • ↖ • ↙

Roll Recovery D

Needs H.Power or above

Taunt far N C

Move knocks opponent into other plane plane

Break Shot BREAKSHOT

Needs H.Power or above

Play as Geese Howard or EX Character (AES only) ↘ A B C

At the Ranking screen press commands below, you should ear Geese say C'mon.

Play with EX Characters (AES)

Select Andy, Blue Mary, Billy or Tung. hold B C then press A • D

Play with EX Characters (MVS)

Select Andy, Blue Mary, Billy or Tung. hold START then B B C C then hold B C and press A • D

S.POWER

Only possible when your energy bar is flashing or the Power Gauge is full or flashing.

Can also be done if both are flashing instead of the P.POWER move.

P.POWER

Only possible when your energy bar is flashing and the Power gauge is full and flashing.

TERRY BOGARD

Move	Input
Rising Upper	↘ A
Spinning Kick (plane)	→ B
Charging Kick	(dash) → C
Burn Knuckle	↓↙← A • C
Fake Burn Knuckle	→ A B
Power Wave	↓↘→ A
Round Wave	↓↘→ C
Hits in both planes	
Power Dunk BREAKSHOT	→↓↘ B
Power Charge	← → → A
Crack Shoot	↓↙← B
Rising Tackle	↓ ↑ A
Passing Sway	↓↘→ D
Power Geyser	↓↙← ↙ → B C
Fake Power Geyser	↓ B C
Triple Geyser	↓↙← ↙ → C

ANDY BOGARD

Move	Input
Rolling Kick	→ B
Upper Palm	↘ A
Zaneiken	↙ → A • C
↳ Shipû Uraken	↙ → C
With C version of Zaneiken	
Fake Shipû Uraken	→ A B
Shôryûdan	→↓↘ C
Grab Explosion	↻ C
Kûhadan BREAKSHOT	↙ ↓↘→ B
Hishôken	↓↙← A
Fake Hishôken	↓ A B
Chô Reppadan	↓ ↘ → B C
Fake Chô Reppadan	↓ B C
Zanei Reppa	↙ ↓↘→ C

JOE HIGASHI

Knee Bash		close ↘ C
High Elbow		↘ A
Slide Kick		↘ B
Uppercut		← A
Roundhouse Kick	plane	← B
Taunt	pursue	↓ C
Slash Kick		↙ → B • C
Ôgon no Kakato		↺ B
Tiger Kick	BREAKSHOT	↻ B
Fake Tiger Kick		← A B
Pressure Knee		↻ C
Bakuretsu Ken		A tap
↳ Bakuretsu Hook		↻ A
Bakuretsu Hurricane		↻ A • C
Fake Bakuretsu Hurricane		↓ A B
Screw Upper		→ ↺ ↘ B C
Fake Screw Upper		↓ B C
Slide Screw		→ ↺ ↘ C
Fake Slide Screw		↓ B C

MAI SHIRANUI

Air Throw		air close ↓ C
Ryu no Mai	plane	← A
Double Kick	recovery	C tap
Kachôsen		↻ A
Fake Kachôsen		↓ A B
Midare Kachôsen		↺ C x5
Ryu En Bu	BREAKSHOT	↺ A
Kagerô no Mai		↓ ↑ C
Hissatsu Shinobibachi		↻ C
Musasabi no Mai		air ↓ A B
Chô Hissatsu Shinobibachi		→ ↙ → B C
Leotard Shinobibachi		→ ↙ → C

KIM KAPHWAN

Neri Chagi	→ B
Hi En Zan	↓ ↑ B
↳ Tensôzan	↓ B
Han Getsu Zan	↺ B • C
Fake Han Getsu Zan	→ A B
Haki Kyaku	↺ A
Hishô Kyaku	air ↓ B
↳ Judgement Kick	↘ B
Kuu Sa Jin BREAKSHOT	↻ A
Hôô Tenbu Kyaku	air ↻ B C
Hôô Kyaku	↺ ↙ → C
Fake Hôô Kyaku	↓ B C

DUCK KING

Air Throw	air close ↓ C
Double Hit	← A
Slide Kick	↘ B
Ground Spin pursue	↓ C
Head Spin Attack	↻ A • C tap
Dancing Dive BREAKSHOT	↺ B
Cross Head Spin	↺ D
Neo Break Storm	↻ B
Flying Spin Attack	air ↺ A
Duck Fake Air	air ↓ ↓
Duck Fake Ground	dash ↘ C
Break Spiral	↻ ↗ ↓ B C
Duck Dance	↓ ↓ A B C
↳ Break Spiral (enhanced)	↻ ↗ ↓ B C
↳ Break Hurricane	↻ ↻ B C
↳ Dancing Calibre	↺ ↺ B C
↳ Rolling Banisher	← → ← → B C
↳ Diving Banisher	air ↻ B C
Fake Diving Banisher	↓ B C

Knee-in-the-back	close → C
↳ Elbow Bash	← → C
Back Drop	↘ ↘ A B
Spin Kick, Low Kick	← B
Leg Drop pursue	↑ C
Spider Fall	↓↘→ A
Straight Slice	← → B
↳ Stun Slice	← → B
Vertical Arrow BREAKSHOT	→↓↘ B
↳ M. Snatcher	→↓↘ B
M. Head Buster	↓↙← B
Counter attack (ground)	
Can follow up with Vertical Arrow then M.Snatcher	
Stun Gun Smasher	↓↙← C
Counter attack	
M. Splash Rose	→ ←↙↓↘→ B C
M. Typhoon	close → ←↙↓↘→ C
Unblockable	

Pole Spin	→ B
Pole Whack pursue	↓ C
San Setsu Kon Chu Dan Uchi	← → A
↳ Kaen San Setsu Kon Chu Dan Tsuki	← → C
Suzume Otoshi	↓↙← A
Senpû Kon	A tap
Stops most projectiles	
Kyou Shuu Hishô Kon	↙ ↓↘→ B
Can move with ← or →	
Fake Kyou Shuu Hishô Kon	← A B
Ka Ryu Tsui Geki Kon BREAKSHOT	↓↙← B
Chô Kaen Senpû Kon	↓↘→ ←↙↓↘→ B C
Guren Sakkon	↓↘→ ↓↘→ C

BOB WILSON

Move	Input
Thrust Kick	↘ A
Double Kick	air ↓ B
Somersault Kick `recovery`	C tap
Leg Drop `pursue`	↑ C
Hornet Attack `pursue`	↗ ↗ C
Rolling Turtle	↺ B
Can move with ← or →	
Sidewinder	↺ C
Shoulder Charge	→ → A
Bison Horn	↓ ↑ C
Wild Wolf	← → B
Monkey Dance **BREAKSHOT**	↺ B
Dangerous Wolf	→ ↻ B C
Fake Dangerous Wolf	↓ B C
Mad Spin Wolf	↺ ↺ C
↳ Wolf Fang	C tap

FRANCO BASH

Move	Input
Roundhouse Kick `plane`	→ B
Big Punch	A B
Power Uppercut `recovery`	C tap
Double Kong **BREAKSHOT**	↺ A
Power Stomp	↻ ↗ B
Meteo Shot	↻ A
Fake Meteo Shot	↓ A B
Meteo Tackle	↙ → C
↳ Meteo Back Blow	↙ → C
Waving Blow	↻ D
Final Omega Shot	↺ ↙ → B C
Armageddon Buster	close ↻ C
↳ Low Punches	A tap
↳ Knee Thrusts	B tap
↳ Gut Punch Combos	C tap
If no button is pressed Franco will do a pose	

RYUJI YAMAZAKI

Move	Command
Head Butt	→ ← ↓ ↑ C
Double Punch	→ A
Uppercut	↘ A
Dust Throw `recovery`	C `tap`
Palm Smash `pursue`	↓ C
Hebi Tsukai Gedan	↺ A `hold`
`hold` to delay	
Hebi Tsukai Chûdan	↺ B `hold`
`hold` to delay	
Hebi Tsukai Uwadan	↺ C `hold`
`hold` to delay	
Baigaeshi	↻ C `hold`
Returns most projectiles, `hold` to delay	
Sabaki no Aikuchi **BREAKSHOT**	→ ↙ → A
Sado Maso	↻ B
Taunts, counter attacks if attacked by opponent	
Guillotine	↻ ↙ → B C
Yondan Drill	`close` ↻ C
C `tap` for different levels of follow-up attack	
↳ Level 1	1-8 `tap`
↳ Level 2	8-10 `tap`
↳ Level 3	11-16 `tap`

Shoulder Toss	close ← C
Air Throw	air close ↓ C
↳ Face Bash	↺ C
Kimonjin	↻ C tap
Staff Thrust	↘ A
Lightning pursue	↓ C
Makibishi	↻ A
Fake Makibishi Masher	↓ A B
Nozaru Geri BREAKSHOT	↺ A
Hyôidan	→ ← → C
Higi Kaminari Otoshi	↻ B
Ja Kon Bu	A tap
↳ Tenha	↙ C
↳ Fuha	↘ C
↳ Toppa	→ C
↳ Kôha	↗ C
↳ Tou Ha plane	D
Jashin Kon Stops most projectiles	↺ B
Hametsu no Honoo	↺ D
Ikazuchi Hits in both planes	→ ↘ ↻ B C
Fake Ikazuchi	↓ B C
Raijin no Ibuki	→ ↘ ↻ C
Fake Raijin no Ibuki	↓ B C

LAURENCE BLOOD

Move	Input
Air Throw	air close ↓ C
Spin Kick plane	→ B
Saber Poke	air ↓ A
Ole Dodge	A B
Bloody Saber	↻ A x3
Bloody Spin BREAKSHOT	← → A • C
Use C for BREAKSHOT	
Bloody Axle	↻ C
↳ Bloody Cutter	A • B • C
↳ Bloody Press	close → C
↳ Bloody Shooter	↺ A • B • C
Bloody Flash	↘ ↻ ↙ B C
Fake Bloody Flash	↓ B C
Certain Death	↻ ↺ C

CHENG SINZAN

Move	Input
Headbutt Hold	close ↘ C
Energy Balls plane	A B
Energy Balls	→ A
Kiraihô	↻ A
Fake Kiten Hinzan	↓ A B
Anti-air Kiraihô	↻ A
Fake Anti-air Kiten Hinzan	↓ A B
Hagangeki BREAKSHOT	← → A • C
Use C for BREAKSHOT	
Fake Hagangeki	→ A B
Dai Taikobara Uchi	↓ ↑ A
Chô Handô Manpuku Hôgan	↺ B
Counters opponents attack	
Bakuraihô	↙ ↓ ↘ B C
Tenchi Hôraku Mujinhô	↺ C

HON FU

Move	Input
Face Bash	close ↘ C
High Nunchaku hit	↘ A
Spinning Head Kick	→ B
Low Nunchaku Hit pursue	↓ C
Kyûryû no Yomi	counter close ↻ C
Counter move, can also be used as anti-air	
Denkô Sekka no Chi	↙ → B
↳ Denkô Pachiki	B
Denkô Sekka no Ten	↺ B
Hisshô Gyakushû Kyaku	↺ C
Seikû Rekka Kon BREAKSHOT	↻ A • C
Use A for BREAKSHOT	
Fake Seikû Rekka Kon	← A B
Honoo no Taneuma	↺ A tap
Bakuhatsu Gorô	↺ ↙ → B C
Gadenza no Arashi BREAKSHOT	↺ ↙ → C

TUNG FU RUE

Move	Input
Upper Fist	↘ A
Spit Fireball	↻ A
Fake Spit Fireball	↓ A B
Ressen Kyaku BREAKSHOT	↻ B
Shou Ha	↙ → C
Senshippo	↺ A • C
Super Taunt	taunt C tap
Increase Power Gauge	
Senpû Gôken	↻ ↑ B C
Fake Senpû Gou Ken	↓ B C
Gekihô	→ ↻ C
Hold to power up	

JIN CHONSHU

Spinning Backhand	← A
Ground Roll Attack	↘ C
Teiô Jin Soku Ken	→ → A
Teiô Tengan Ken	↻ A • C
Teiô Tenji Ken	↺ A • C
Teiô Shi Gan Ken **BREAKSHOT**	⟲ A • B • C
Teleport positions: A front, B above, C behind, also for **BREAKSHOT**	
↳ Teiô Shi Gan Kou Raku	A • B • C
Teiô Shi Gan Ken	[air] ↻ B
Teiô Rojin Ken	[air] ↺ → B C
Fake Teiô Rojin Ken	↓ B C
Teio Sukyu Kyo Ken	↺ → C

JIN CHONREI

Axe Kick	→ B
Energy Balls	[air] C
Teiô Jin Soku Ken	→ → A
Perform from a dash for a longer version	
Teiô Tengan Ken	↻ C [hold]
[hold] for 5 levels of power	
Teiô Tenji Ken **BREAKSHOT**	↺ A • C
Use C version for **BREAKSHOT**	
Teiô Rojin Ken	↺ → C
Teiô Tashin Ken	↺ B
Reflects projectiles	
Ryu Ten Shin	↻ B
Teio Syu Myo Ken	→ ↺ ↘ B C
Fake Teiô Syu Myo Ken	↓ B C
Teio Ryu Sei Ken	→ ↺ ↘ C
Fake Teiô Ryu Sei Ken	↓ B C

WOLFGANG KRAUSER

Move	Input
Lift Up Blow	close B
Dangerous Thrust	close A
Double Punch	→ B C
Stomach Splash	air ↓ C
Elbow Drop pursue	↓ C
High Blitz Ball	A
Low Blitz Ball	C
Leg Tomahawk BREAKSHOT	B
Breaks opponent guard	
Phoenix Thrust	C
Counters high & specials	
Kaiser Wave	← ↗ B C hold
hold B C to charge up to 3 different levels	
Fake Kaiser Wave	↓ B C
Gigantic Cyclone	close C
Deadly Rave	→ A A B C B C A B C
↳	C C
↳	A C
↳	C

EX ANDY BOGARD

Move	Input
Uchimata	close ← • → C
Rising Palm	↘ A
Crunch Kick	block → A
Geki Hishôken	C
Spider Hold	air ↓ ↓ C
Zaneiken	↙ → C
Yami Abisegeri BREAKSHOT	B
Illusion Shiranui	dash D
Chô Reppa Dan	↓ ↘ → B C
Neo Zanei Repp	C

EX BILLY KANE

Pole Toss	close ← • → C
Pole Strangle	close → B
San Setsu Kon	← → A
↳ Flame San Setsu Kon	← → C
Sparrow Drop	↻ A
Senpû Kon	A tap
Ka Ryu Tsui Geki Kon BREAKSHOT	counter ↻ B
Sui Ryu Tsui Geki Kon	counter ↻ C
Power Hishô Bonk	↙ ↻ B
Fake Power Hishô Bonk	← A B
Chô Kaen Senpû Kon	↻ ↻ B C
Guren Sakkon BREAKSHOT	↻ C

EX BLUE MARY

Tomi Nage	close ← • → C
↳ Achilles Hold	↻ C
Slide punch	→ → ↓ A
Rising Foot	↘ A
Mary Dodge	A B
↳ Good Night Backbreaker	close ↻ C
Mary Snatcher	↻ B
↳ Face Lock	↙ → C
Straight Slice	← → B
↳ Mary Crab Clutch	↻ B
Mary Spider BREAKSHOT	↻ C
Mary Typhoon	→ ↻ B C
Mary Spinning Toss	A A ← B C

EX TUNG FU RUE

Rapid Punches	[close] ← • → C
Honorable Falling Dragon	↘ A
Dry Rubout	[taunt] C [tap]
Shôha	↙ → A
Ancient Shock Blow	C [tap]
Ancient Shenshippo BREAKSHOT	↺ A • C
Ancient Thousand Kicks	[close] ↻ B
Fake Ancient Power Wave	↓ A B
Senpu Gohken	↻ ↑ B C
Fake Senpu Gohken	↓ B C
Thousand Kick Bravo	↻ C

GEESE HOWARD

UNLOCKING GEESE HOWARD

You need an Unibios. Turn on the Dip 2-8.

Orbital Body Slam	[close] ← • → C
Tiger-Killing Blow	[close] ↘ C
Soaring Swallow Kick	A B
Lightning Spin Kick	← B
Rising Venusian Smackdown	↘ A
Thunderbird Explosion Slam	[close] [downed] ↓ C
Reppûken	↺ A
Fake Reppûken	↓ A B
Double Reppûken	↺ C
Shipû Ken	[air] ↺ A x2
Double Shipûken	[air] ↺ C x2
Upper Knockdown Blow	[counter] ↻ B
Silver-Lining Deception	[counter] ↻ C
Jaeiken BREAKSHOT	→ ← → B • C
Raging Storm	↙ ↻ ↘ B C
Fake Raging Storm	↓ B C
Thunder Break	↻ C
Deadly Rave	→ ↻ A A A B B B C C C ↺ C